



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	EARLY LEARNING GOAL: <ul style="list-style-type: none"> • Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. • Support and extend the skills children develop as they become familiar with simple equipment, such as twisting or turning a knob. • Draw young children’s attention to pieces of ICT apparatus they see or that they use with adult supervision. • Complete a simple program on a computer • Use ICT hardware to interact with age-appropriate computer software. 					
	Computing Systems and Networks – Technology around us.		Data and Information - Grouping Data		Creating Media - Digital Writing	
Year 1	E-SAFETY <ul style="list-style-type: none"> • Children will learn the importance of keeping login details and passwords safe; • Children can save a retrieve their work. 					
	Creating Media – Digital Photography		Programming – Robot Algorithms		Programming B – Programming Quizzes	
Year 2	E-SAFETY <ul style="list-style-type: none"> • Children can understand that information put online leaves a digital footprint or trail; • To begin to think critically about the information they leave online; • To identify the steps that can be taken to keep personal data and hardware secure. 					
	Creating Media – Stop Frame Animation		Data and Information – Branching Databases		Programming A – Sequencing Sounds	
Year 3	E-SAFETY <ul style="list-style-type: none"> • Children will learn about the meaning of age restrictions symbols on digital media and devices. • To know where to turn for help if they see inappropriate content or have inappropriate contact from others. • Children relate cyberbullying to bullying in the real-world and have strategies for dealing with online bullying including screenshot and reporting. 					
	Creating Media – Audio Production		Programming B – Repetition in Games		Creating Media – Photo editing	
Year 4	E-SAFETY <ul style="list-style-type: none"> • Children know that security symbols such as a padlock protect their identity online; • Children can determine whether activities that they undertake online, infringe another’s’ copyright; • Children can give reasons for limiting screen time. 					
	Programming A – Selection in Physical Computing		Data and Information – Flat File Databases		Programming B – Selection in Quizzes	
Year 5	E-SAFETY <ul style="list-style-type: none"> • Children can use the SMART rules as a source of guidance when online; • Children can see how they can use images and digital technology to create effects not possible without technology; • Children have experienced how image manipulation could be used to upset them or others even using simple, freely available tools and little specialist knowledge. 					
	Creating Media – Web Page Creation		Using the Microbit		Programming A – Variables in Games	
Year 6	E-SAFETY <ul style="list-style-type: none"> • To understand appropriate online behaviour and how this can protect themselves and others from possible online dangers, bullying and inappropriate behaviour; • To understand the law relating to online behaviour and how certain behaviours are punishable by law. 					